SNS-S2-USA-1

# STREET FIGHTER II

INSTRUCTION BOOKLET

CAPCOM USA

SUPER NINTENDO ENTERTAINMENT SYSTEM

# STREET FIGHTER II™

## A special message from CAPCOM

Thank you for selecting STREET FIGHTER II™, the latest addition to Capcom's Arcade Series. Following such hits as Super Ghouls 'N Ghosts and Final Fight, STREET FIGHTER II™ continues the tradition of action packed games for the Super Nintendo Entertainment System.

STREET FIGHTER II™ features 16 megs of state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**


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## SAFETY PRECAUTIONS

Follow these suggestions to keep your **Street Fighter II** Game Pak in perfect operating condition.

1. **DO NOT** subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. **DO NOT** touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. **DO NOT** try to disassemble your Game Pak.

4. **DO NOT** let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.



## GETTING STARTED

1. Insert your **Street Fighter II** Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, you will see three options: GAME START, V.S. BATTLE and OPTION MODE. Move the marker next to GAME START and press the **START** button. (For an explanation of the V.S. Battle, see *Using the V.S. Battle* later in this manual. For an explanation of the Option Mode, see *Using the Option Mode* later in this manual.)

3. Once you begin the game, you will be asked to select your character. Press the control pad left or right to highlight the character of your choice and press the **START** button.

4. To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and eject your Game Pak

## MOVEMENT

The controls for **STREET FIGHTER II** take full advantage of the capabilities of the Super NES control pad. The diagram below shows the eight basic control pad positions that are used in the game.

**NOTE:** The diagram shows the control pad positions for a player facing to the right. The controls are reversed when facing to the left.

| | |
|---|---|
| **FORWARD** | Used to walk forward. |
| **FORWARD FLIP** | Used to jump forward. |
| **JUMP** | Used to jump straight up. |
| **BACKWARD FLIP** | Used to jump backward. |
| **BACK DEFENSE** | Used to block high attacks by your opponent. |
| **DEFENSIVE CROUCH** | Used to block low attacks by your opponent. |
| **CROUCH** | Used to crouch or duck. |
| **OFFENSIVE CROUCH** | Used to make low attacks. |



CONTROLLING YOUR FIGHTER

## PUNCHES AND KICKS

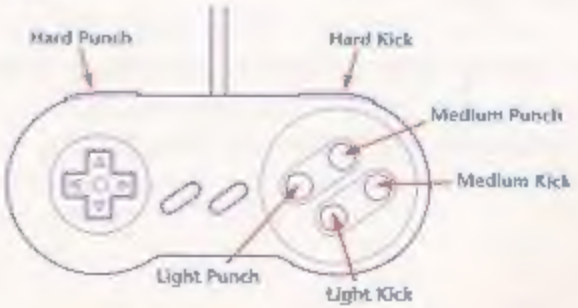
There are three basic punches in STREET FIGHTER II:

| | |
|---|---|
| **Light Punch (JAB)** | Press the **Y** button. This jab is very quick, but does little damage. |
| **Medium Punch (STRONG)** | Press the **X** button. This strong does a fair amount of damage. |
| **Hard Punch (FIERCE)** | Press the **L** button. This fierce punch does a large amount of damage, but is slow. |

There are three basic kicks in STREET FIGHTER II:

| | |
|---|---|
| **Light Kick (SHORT)** | Press the **B** button. This short kick is very quick, but does very little damage. |
| **Medium Kick (FORWARD)** | Press the **A** button. This forward kick is strong and is fairly quick. |
| **Hard Kick (ROUNDHOUSE)** | Press the **R** button. This kick is powerful, but very slow. |

**Note:** The button configuration can be changed using the OPTION MODE.



## CLOSE ATTACKS

Close attacks are special techniques which can only be used to when two fighters are right next to each other. These techniques fall into two basic categories: **Throws and Holds.**

**Throws** allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air. For example: It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the **L** button on you control pad.

**Holds** allow you to grab an opponent and then smash them repeatedly. For example: It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the **L** button on your control pad.

The close attacks for each character are listed in this manual. It is up to you to discover how to use these attacks effectively.





## SPECIAL MOVES

Each character has developed his or her own special moves for use in battle. All the special moves for each character are listed in *The World Warriors* section of this manual. There are also descriptions telling you how to do these special moves.

Special moves are very powerful, but they are also very difficult to learn. It may take weeks of practice before you will be able to use these moves effectively. So, practice hard and don't give up!

Below is an example of the diagram for Ryu's Fireball. The arrows in the diagram indicate the necessary movements on the control pad. Please refer to the movement diagram if you are unsure of what the arrows mean.

Example: **Fireball**

Using the control pad, press ↓ ↘ → in one continuous motion and press any punch button.

(Using the control pad, press **crouch, offensive crouch, forward** in one continuous motion and press any button.)

## THE TOURNAMENT BEGINS

Eight fighters from across the globe have come together to see which of them has the strength, skill and courage to challenge the mysterious Grand Masters. Each fighter has different skills and special moves, but it will take more than brute strength to earn the title of World Warrior.

Choose GAME START on the title screen and you will be able to select your champion for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the seven other challengers. (If a friend wishes to challenge you during the tournament, he can press the **START** button on his controller to interrupt your game.)

When the match begins, you must use your punches, kicks and special moves to knock your opponent flat on his back. Each time you hit him, his energy meter will decrease. Once your opponents energy meter is totally red, he will be down for the count. Win two out of three bouts and you will be declared the winner and earn the right to face the next challenger.

## USING THE V.S. BATTLE MODE

The V.S. Battle allows two players to have a STREET FIGHTER II competition and automatically keeps track of the results. When the title screen appears, push the control pad up or down to move the marker next to V.S. BATTLE and press the **START** button. When the next screen appears, each player can see his wins, losses and special K.O.'s for each character. Each player must then select the character they wish to use and press the **START** button to continue to the next screen.

On the next screen, there are two options; HANDICAP and STAGE SELECT. Player One can press his control pad up or down to highlight either the HANDICAP or STAGE SELECT option.

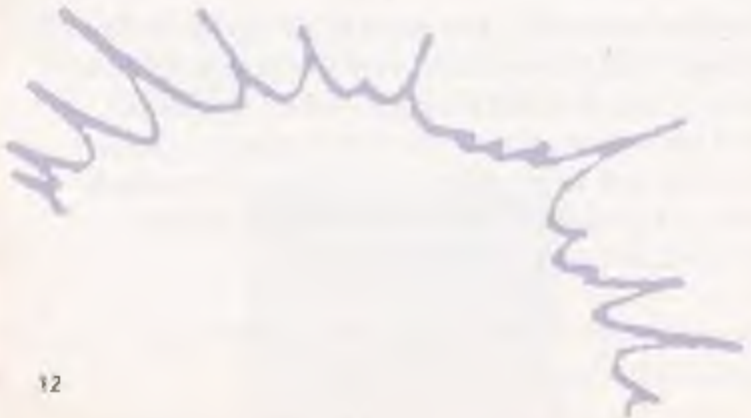
**HANDICAP** - When the HANDICAP option is highlighted, both players can press left or right on the control pad to select an attack level. The attack level determines the amount of damage a player's punches and kicks will do. The higher the attack level, the greater the amount of damage the punches and kicks will do.

This option allows two players of different skill levels to have an even match.

## USING THE V.S. BATTLE MODE

**STAGE SELECT** - When the STAGE SELECT option is highlighted, Player One can select the location of the match by pressing the control pad left or right. This option allows you to select the location of your fight.

After all the choices have been made, Player One can begin the match by pressing the **START** button. The first player to win two bouts will win the match. Once the match is complete, a screen will show each players record with each character. At this time, Player One can press the SELECT button to chose to continue the match, quit the match or erase the records. If you continue the game, both players will return to the player selection screen and the process begins all over again.





## USING THE OPTION MODE

The Option Mode allows you to change to certain parts of the game. When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the **START** button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

**DIFFICULTY** - This option changes the difficulty of the computer opponent. Push the control pad left or right to change the option. At Level 0 the computer controlled opponents are easy to defeat and at Level 7 they are very difficult to defeat. The difficulty level also determines if you will see an ending upon completion of the game.

**TIME LIMIT** - This option allows you to turn on or off the Time Limit. Push the control pad left or right to highlight either ON or OFF. If you select on, he fighters will have 99 seconds to knock each other out. If you select OFF, the fight will continue until one player is knocked out.

**CONFIGURE** - This option allows you to change the button configuration for your fighter's punches and kicks. Highlight the punch or kick you wish to change and then press the button you wish to use for that punch or kick.

## USING THE OPTION MODE

**STEREO** - This option allows you to select either STEREO or MONOAURAL sound. Push the control pad left or right to highlight the option you wish to use.

**MUSIC TEST** - This option allows you to hear the various pieces of music used in the game. Press the **A** button to change the music number and press the **R** button to hear the music.

**S.E. TEST** - This option allows you to hear the various sound effects used in the game. Press the **A** button to change the sound effect number and then press the **R** button to hear the effect.

To leave the OPTION MODE with your new settings, simply press the **START** button on your control pad.

## BECOMING A STREET FIGHTER

Becoming a true street fighter requires patience and practice. Listed below are a number of hints which will help you survive your first few matches.

1. Use the Back Defense and Defensive Crouch positions to block attacks.
2. Wait for a mistake by your opponent and then attack.
3. Do not use your special moves too much. They will often leave you vulnerable to attack.
4. You can nullify a Fireball with a Fireball.
5. It takes at least three strong hits to make your opponent dizzy. When your opponent is dizzy, inflict as much damage as possible.
6. When you are dizzy, keep on pressing left and right on the control pad to shake off the stars.
7. Practice using all the characters. This will allow you know their strengths and weaknesses in battle.
8. Special moves can be blocked using the Back Defense and Defensive Crouch positions, but it will cost you a little energy.
9. Set the difficulty level in the Option Mode to 0 to make it easier to learn how to use your punches and kicks.
10. In the V.S. BATTLE mode, knock your opponent out with a special move to earn a special K.O.

**Ryu**
**Date of Birth: 7-21-1964**
**Height: 5'10"**
**Weight: 150 lbs.**
**Blood Type: O**

A student of Master Sheng Long, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Cool and calculating, Ryu is very patient in combat. When Ryu sees weakness, he will move quickly to dispatch his opponents with the awesome power of his Dragon Punch.

**CLOSE ATTACKS** - Shoulder Throw, Back Roll.

## SPECIAL MOVES

**Fireball** - By summoning all of his will and channeling it through his hands, Ryu can create an energy wave or "HA-DO-KEN". This move drains most of Ryu's energy and it takes him a few seconds to recover from it.

*Using the control pad, press ↓ ↘ → in one continuous motion and press any punch button.*





**Dragon Punch** - Using the ancient word, "SHO-RYU-KEN", Ryu can call forth the power of Dragon and channel it through his punch. As he leaps into the air, Ryu and the power of the Dragon Punch are virtually unstoppable.

*Using the control pad, press → ↓ ↘ in one continuous motion and press any punch button.*

**Hurricane Kick** - As he spins into the air, Ryu can create a small hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin, Ryu can often knock his opponent down with three quick kicks.

*Using the control pad, press ↓ ↙ ← in one continuous motion and press any kick button.*

**Edmond Honda**
**Date of Birth: 11-3-1960**
**Height: 6'2"**
**Weight: 304 lbs.**
**Blood Type: A**

Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of "Yokozuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

Quick and extremely powerful, Honda's greatest advantage is his size. He loves to pound his opponents into corners and then knock them out with a quick series of punches.

**Close Attacks** - Shoulder Throw, Bear Hug, Knee Bash.

## SPECIAL MOVES

**Hundred Hand Slap** - Through years of training, Honda has been able to build up the speed of his punches. His hands now move so quickly they are merely a blur. By using the Hundred Hand Slap, Honda can quickly have his opponent seeing stars.

*Press any punch button repeatedly.*





**Sumo Head Butt** - Using his great leg strength and the traditional sumo grunt, Honda can propel himself head first into his opponent. Best at short range, Honda's Sumo Head Butt only inflicts a fair amount of damage.

*Using the control pad, press ⟵ and hold it for 2 seconds. Then press ⟶ and push any punch button.*

**Blanka**
**Date of Birth: 2-12-1966**
**Height: 6'5"**
**Weight: 218 lbs.**
**Blood Type: B**

Very little is known about this bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming in the rain forests. But, it has only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare stand against him.

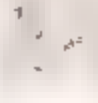
Attacking like an uncaged animal, Blanka uses his speed and agility to inflict maximum damage on his opponents.

**CLOSE ATTACKS** Head Bite, Double Knee, Head Butt

## SPECIAL MOVES

**Electricity** - Using a technique he learned from electric eels, Blanka can channel up to 1,000 volts through his skin. Anyone who tries to grab him during this time is in for a shocking discovery.

*Press any punch button repeatedly*







**Rolling Attack** Rolling himself into a ball, Blanka can launch himself like a human projectile. Blanka's rolling attack can inflict a huge amount of damage on an opponent, but if Blanka is hit during the attack, he will lose great deal of strength.

Using the control pad, press ← and *hold it* for 2 seconds. Then press → and push any punch button.

## Guile
**Date of Birth. 12-23-1960**
**Height: 6'1"**
**Weight: 191 lbs.**
**Blood Type: O**

An ex-member of an elite special forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

Using a unique blend of Special Forces training and street fighting skills, Guile is a force to be reckoned with.

**Close Attacks -** Shoulder Throw (Ground and Air), Back Breaker, Knee Drop, Suplex

## SPECIAL MOVES

**Sonic Boom -** By whipping his hands and arms through the air, Guile is able to create a burst of energy called the Sonic Boom. This energy burst speeds towards an opponents and momentarily stun anyone it hits.

Using the control pad, press ⟸ and *hold it* for 2 seconds. Then press ⟹ and push any punch button.

**Flash Kick** Similar to the Sonic Boom, Guile is also able to cause





a momentary wall of energy by whipping his feet into the air as he does a backflip. This energy barrier is virtually unpenetrable and will do a large amount of damage to those who are foolish enough to walk into it.

*Using the control pad, press* ⟱ *and hold it for 2 seconds. Then press* ⟰ *and push any kick button.*

**KEN**

**Date of Birth. 2-14-1965**
**Height: 5'10"**
**Weight: 169 lbs.**
**Blood Type: B**

The only other d sc ple of master Sheng Long, Ken is a natural athlete. Unfortunately, Ken s natural fighting skill has fueled his giant ego and he is constantly remind ng his opponents that he s the greatest fighter of all me. For the past year, Ken has let his sk lls deteriorate and has spent most of his time on the beach with h s g rlfriend. Only a challenge from Ryu has rekindled his fighting spirit.

Brash and arrogant, Ken loves to show off dur ng a fight. After knocking his opponent senseless with his F reball, Ken loves to stand over his opponents and laugh at them.

**Close Attacks** - Shoulder Throw, Back Roll

## SPECIAL MOVES

**Fireball** - By summoning all his wi and channeling it through his hands, Ken can create an energy wave or "HA-DO-KEN". This move dra ns most of Ken's energy and it takes him a few seconds to recover from t.

*Using the control pad, press ⇩ ↘ ⇒ in one continuous motion and press any punch button.*





**Dragon Punch** - Using the ancient word, "SHO-RYU-KEN", Ken can call forth the power of Dragon and channel it through his punch. As he leaps into the air, Ken and the power of the Dragon Punch are virtually unstoppable.

*Using the control pad, press ⇒ ⇩ ↘ in one continuous motion and press any punch button.*

**Hurricane Kick** - As he spins into the air, Ken can create a smal hurricane by saying "TATSU-MAKI-SEN-PU-KYAKU". Using the hurricane to accelerate his spin, Ken can often knock his opponent down with three quick kicks.

*Using the control pad, press ⇩ ↙ ⇐ in one continuous motion and press any kick button.*

**Chun Li**
**Date of Birth: 3 1 1968**
**Height: 5'8"**
**Weight: Unknown**
**Blood Type: A**

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead she has been secretly tracking the movements of an international smuggling operation know as Shadoloo. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

Stunned by her looks, opponents often underestimate Chun Li's ability and find themselves flattered by a few well placed kicks.

**Close Attacks** Shoulder Throw (Air and Ground), Head Stomp

## SPECIAL MOVES

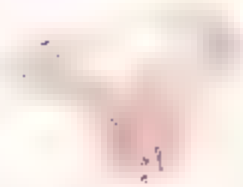
**Lightning Kick** Years of training has allowed to Chun Li to develop a series of powerful kicks which strike like lightning.

*Press any kick button repeatedly.*





**Whirlwind Kick** - Not to be outdone by Ken and Ryu's Hurricane Kick, Chun-Li uses this move to confuse her opponents.



*Using the control pad, press ↓ and hold it for 2 seconds. Then press ↑ and push any kick button.*

**Zangief**
**Date of Birth: 6-1-1956**
**Height: 7'**
**Weight: 256 lbs.**
**Blood Type: A**

Many believe that Zangief entered the tournament out of his fierce respect for his country but they are only partially correct Zangief loves his country, but he loves to stomp on his opponents even more What else would you expect from a man who wrestles bears for fun?

Totally fearless, Zangief is willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver

**Close Attacks** - Power Slam, Pile Driver Back Slam, Back Breaker Alley Oop, Head Bite, Stomach Pump

## SPECIAL MOVES

**Spinning Clothesline** - Copied from the famous professional wrestler Mike Haggar, Zangief uses his Spinning Clothesline to clobber opponents and to avoid fireballs

*Press all three punch buttons simultaneously*

**Spinning Pile Driver** - After seeing the boring pile driver used by professional wrestlers, Zangief decided to add his own twist and grind his opponents into the ground.

*Using the control pad, do a 360 degree rotation on the control pad and press any punch button*

## Dhalsim

**Date of Birth: 11-22-1952**
**Height: 5'10"**
**Weight: 107 lbs.**
(He can change height and weight to some extent.)
**Blood Type: O**

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

Dhalsim's greatest skill is his patience. He knows that he does not stand a chance in a slugging match. Instead, he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down.

**Close Attacks:** Yoga Nugie, Arm Throw, Head Butt, Spinning Attack.

## SPECIAL MOVES

**Yoga Fire** - By tapping mystical energies from deep within himself, Dhalsim can hurl a ball of flame that incinerate anything it touches.

*Using the control pad, press ↓ ↘ → in one continuous motion and press any punch button.*





**Yoga Flame** - Used for close attacks, Dhalsim can tap mystical energies to spew forth a cloud of flame.

*Using the control pad, press ← ↙ ↓ ↘ → in one continuous motion and press any punch button.*

# SPECIAL MERCHANDISE OFFER

**Street Fighter II Watch:**
Black sports watch featuring the Street Fighter II logo and Blanka.

**Street Fighter II Poster:**
Dramatic 11 x 17 Poster featuring all 8 characters.

**Street Fighter II T-Shirt:**
White 100% cotton, long sleeve t-shirt with colorful Street Fighter II logo on the front and arm. Also features the Street Fighter II package illustration on the back.

**Street Fighter II Mobile:**
Mobile featuring the package illustration and all 8 characters.

**Street Fighter II Combo Pack:**

Trading Cards: Set of limited edition trading cards of all 8 Street Fighter II characters.

**Street Fighter II Volleyball Style Cap:**
Sporty, black, adjustable, volleyball-style cap with Street Fighter II logo.

Stickers: A sheet of 12 different exciting Street Fighter II stickers featuring all 8 characters and 4 Street Fighter II logos.

Patch: A colorful 2 inch embroidered patch featuring Street Fighter II logo.

# STREET FIGHTER II SPECIAL OFFER

Indicate item(s) purchased.

| Item | Qty. | Item Description | Cost Per Item | Total Cost |
|---|---|---|---|---|
| 1 | | Street Fighter II Watch | $19.95 | |
| 2 | | Street Fighter II T-Shirt | $14.95 | |
| 3 | | Street Fighter II Volley Ball Cap | $ 9.95 | |
| 4 | | Street Fighter II Poster | $ 2.95 | |
| 5 | | Street Fighter II Limited Edition Mobile | $ 9.95 | |
| 6 | | Street Fighter II Combo Pack with Limited Edition Trading Cards, Stickers, and Patch. | $ 9.95 | |
| | | Total Merchandise | | |
| | | California residents please add 8.25% sales tax. | | |
| | | Canadian residents please add $2.00 | | |
| | | Total Order | | |

Mail this certificate with UPC code from Capcom's Street Fighter II Video Game box plus a check or money order (including shipping and handling) payable to:

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# WARRANTY INFORMATION

**CAPCOM** U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

**To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM** U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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